

Meeting Notes from 29 August 2017 GVSLL Board Meeting

- New Board Members voted on and approved
 - Kito Cetrulo (website scheduler)
 - Vanessa Hernandez (sponsorships)
 - Justin Vowels (secretary)
 - Kent Dunn (at-large)
 - Dave Dawson (VP – Minors)
 - Todd Oakley (VP – Juniors shared with Blake Burgard)
- Sink Hole - \$120k bid to fix the sink hole and drainage pipe that has been compromised
 - FEMA may contribute \$70k for repair, and if so \$16k up-front cost for GVSLL and tenants (other tenants of property include Food Bank and Ben Page Youth Center)
 - FEMA may not contribute; if so the cost up to \$40k per tenant
 - SB County (land owner) will pay money up front to repair sink hole, and the tenants may work a payment plan. For \$16k payment, money due 1 Dec 17; for \$40k payment, money due 1 June 18.
 - Further meetings scheduled with SB County and tenants to discuss payment and payment options for repair.
- Fall Ball – 130 registered; 80 8-10 year olds (Minors) and 50 11-12 year olds (Majors).
 - 8-10 year olds will have 8 teams
 - 11-12 year olds will have 5 teams
 - All managers that signed up voted on and approved by board; additional managers being contacted
 - Tuesday, 5 September managers' meeting for Fall Ball at GVSLL, 6:00 pm
 - Practice for Fall Ball begins week of 6 September 17, games to begin 10 September
- Next board meeting – electronic volunteer management system to be discussed; also to discuss options for managing payment system for volunteer checks
 - Issue with checks being past the cash “date” after submitting in January; one option to post-date checks – further discussion at next board meeting
- GVSLL spring fees to be discussed next board meeting
- Ideas for recruitment to be discussed next meeting
 - Idea – have “GVSLL Day” at schools – encourage current players to wear GVSLL shirts/hats to school for promotion
- Umpire Equipment needed - \$150 for full gear. State of current equipment in need of updating
- Looking into having program where older kids umpire younger kids' games